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in: Custom Class, Anomalous Levels, Safe Levels, Class 0

# The Woods in Between



VIEW SOURCE

*"THE WOOD BETWEEN THE WORLDS"*

## Survival Difficulty: Class 0

- » ☐ Completely Silent
- » ☐ Stable Surroundings
- » ☐ Undisturbed Environment

**The Woods in Between** is an anomalous level that serves as the silent heart of all forests; it holds an entrance to quite literally every single location in the Backrooms.

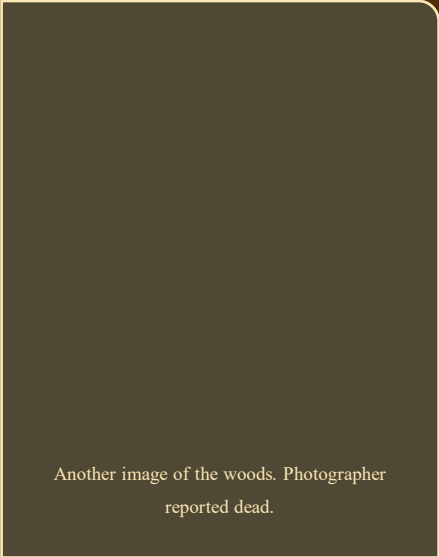
## Overview

**The Woods in Between**, more formally known as the **In-Between Woods**, resembles an infinite forest of a normal appearance. Upon entry, wanderers will find themselves inside a dark pool, emerging only moments later; the pools are breathable, making drowning an unlikely cause of death. The first thing most wanderers will notice upon entering is the abnormally silent atmosphere the level has; some have reported to this level to be even quieter than **The End**, itself. Any sound manually created will eternally echo throughout the trees, forever to be unheard. It is worth noting that any sound generated will be many times quieter than what they actually should be.



# Environment

The level hovers at fairly cool temperatures; the air is relatively humid. Each tree is unique; as of currently, no tree has been documented to share the same width, height, branch length, or leaf appearance in any way (with the exception that all the leaves are a vivid green). The trees have proven to



Another image of the woods. Photographer reported dead.

Image of the **In-Between Woods**. Photographer's current status is unknown.

be of incredibly great durability, sustaining explosives, firearms, and other means of destruction without a mere scratch. The sky of the woods is a dark magenta with a dim crescent-white moon looming in the sky. Thick, gray clouds are commonly seen slowly floating by, often obscuring the awe-inspiring sky. The ground is a constant dark brown, which is the soil's color.

Wanderers have reported a sweet smell in the air; it has been compared to multiple examples of baked pastry. The precise source of the smell is unknown, but it is presumed to be carried throughout the level via the faint fog that hovers above the ground by a few inches. If one sticks their tongue out, they will taste what has been described as a kind of sweet morning dew; further analysis and examination has led to the conclusion that the dew is a sweeter variation of **Almond Water**, an abundant liquid of the Backrooms.

Every so often, a leaf will detach from its branch and slowly float to the ground. It is worth noting that each leaf that descends falls in a similar fashion: a graceful dance from side to side before gently touching the ground, only to slowly dissolve into the rich soil. In its descent, it spins at a constant speed of 30 degrees per second and tilting at 2 degrees per second. The leaf also seems to alter its own gravity, as it falls much slower than regular leafs in regular gravity.

## Anomalous Properties

As previous said in the *Environment's* section, the reduced gravity of the woods is one of the many anomalous properties of the level. While it is currently controversial if the lack of weather is another property or not, it is agreed that the fact that there has been absolutely no signs of precipitation in the forest is indeed peculiar. Without precipitation, the origin of the numerous pools of water in the ground remains a mystery.

The absurdly silent atmosphere of the level is also one of the most noticeable. Measurements have calculated the level to have reached the level of -10 dB, dwarfing **The End's** mere average of 6.2 dB. Therefore, this makes the woods one of, if not the most, the quietest locations in the entire Backrooms. Some have even claimed going "deaf" while trekking the level.

On the topic of the pools of water, these pools are the only way one can enter and exit the level. Each pool will lead to a random level if one proceeds to swim deeper, with the exception of a few tinted pools. The water's main anomalous property is that one is unable to get themselves wet if they touch it. This can be seen if one emerges from the pool in which they entered the level; not a single drop of water lays on their skin nor clothing.

Upon entry, one will feel a sort of lightheadedness; it is currently debated if the fog causes this effect, or if it comes directly from the level itself. One will also gradually lose their sanity as they adventure the forest. Therefore, it is advised to always carry around bottled **Almond Water**.

## Entities

No entities have been documented, reported, observed, or seen in the woods.

## Colonies & Outposts

### In-Between Base One

A group of a fairly high population, Base One searches for lost wanderers and educates them on the pools, properties, and level. They plan to

establish a Base Two in the future.

## Entrances & Exits

### Entrances

- Wanderers will always enter this level if they have done a certain amount of random actions in a specific order. The order, action, and number of actions is unknown. It is also worth mentioning that any deliberate attempts to enter the level will fail.

### Exits

- Swimming deeper into any pool will lead to a random level. However, there are a few exceptions, as seen in the exits below.
- Swimming back into the pool from which one entered will lead back to the level they were once in
- A blood red pool will lead to Level 111
- A rainbow-tinted pool will lead to Level 338. Keep in mind that you will arrive there uninvited.

### Credits

Author: [Arbi](#)

Concept: [Arbi](#) + a bit inspiration from "The Magician's Nephew"

Images: [The Liminal Points Project](#)

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